

<http://www.replacementdocs.com>

THE LORD OF THE RINGS™

— THE FELLOWSHIP OF THE RING —



BLACK LABEL

...of the Ring" interactive game © 2002 Vivendi Universal Games, Inc. All rights reserved. The Tolkien Enterprises logo, together with "The Lord of the Rings," "The Fellowship of the Ring," and the characters, events, items, and places therein are trademarks or registered trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to Vivendi Universal Games, Inc. Black Label Games is a trademark of Vivendi Universal Games, Inc. The game is available on the PlayStation 2 computer entertainment system with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS INTENDED FOR USE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.



RATING PENDING
RP
Visit www.esrb.org or call 1-800-771-3772 for more info.
CONTENT RATED BY ESRB

Universal Interactive, 100 Universal City Plaza, Bldg. 1440/Suite 3300, Universal City, CA 91608



SPYRO™

ENTER THE DRAGONFLY™

EVERYONE
E
CONTENT RATED BY ESRB



WARNING: READ BEFORE USING YOUR PLAYSTATION®2

PUTER ENTERTAINMENT SYSTEM.

A small percentage of individuals may experience epileptic seizures when exposed to bright light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

UNAUTHORIZED PRODUCT:

Use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

PLAYING YOUR PLAYSTATION 2 FORMAT DISC:

This disc is intended for use only with PlayStation 2 consoles

with the NTSC U/C designation.

Do not bend it, crush it or submerge it in liquids.

Do not leave it in direct sunlight or near a radiator or other source of heat.

Be sure to take an occasional rest break during extended play.

Keep this compact disc clean. Always hold the disc by the edges and

keep it in its protective case when not in use. Clean the disc with a lint-

free, soft, dry cloth, wiping in straight lines from center to outer edge.

Never use solvents or abrasive cleaners.



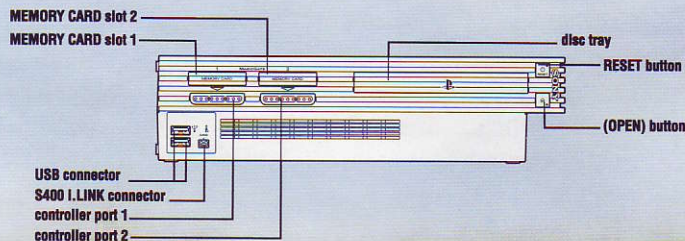
SPYRO: ENTER THE DRAGONFLY™ TABLE OF CONTENTS

Getting Started.....	2
Starting Up	3
Character Controls	4
Enter the Dragonfly	6
Catching the Dragonflies	6
Home Worlds and Lands	7
Portals.....	7
Gems	7
Special Tasks	8
Vehicle Rounds.....	8
Challenges	8
Speedways	8
Spyro's Pals	9
Spyro's Moves	10
Spyro's and Sparx's Health	12
Fodder.....	12
Talking	12
The Atlas	13
The Pause Menu	14
Saving and Loading Game Data	15
You Ain't Seen Nothin' Yet!	16
Customer Support	16
Credits	17
License Agreement.....	20

Spyro: Enter the Dragonfly™ interactive game © 2002 Universal Interactive, Inc. Spyro the Dragon and related characters are trademarks of Universal Interactive, Inc. All Rights Reserved. All other trademarks are property of their respective owners.

GETTING STARTED

PLAYSTATION®2 SETUP



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **Spyro: Enter the Dragonfly™** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow the on-screen instructions and refer to this manual for information on using **Spyro: Enter the Dragonfly™**.

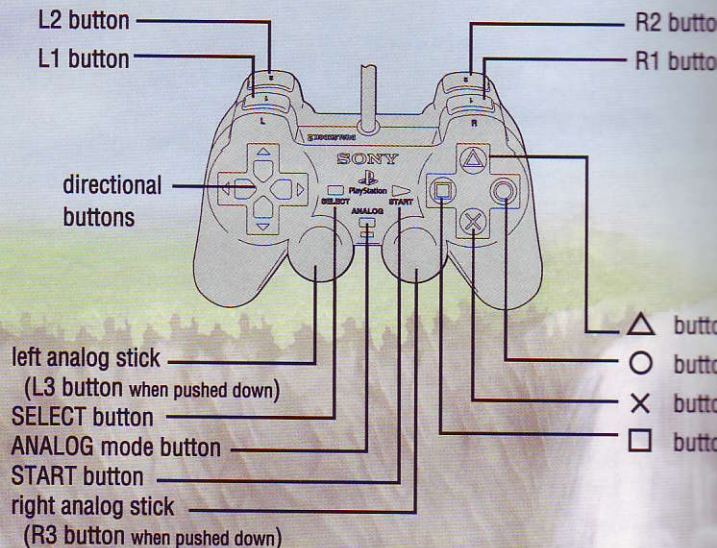
Memory Card (8MB) (for PlayStation®2)

Spyro: Enter the Dragonfly™ lets you save games at their current level of play onto a memory card (8MB) (for PlayStation®2), and resume play on previously saved games. A memory card (8MB) (for PlayStation®2) is required. Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 on the PlayStation®2 game console BEFORE starting play.

Important: Do not switch off the MAIN POWER switch, remove or insert a memory card (8MB) (for PlayStation®2), or Controllers while saving or loading games. Doing so could damage the game data.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



START button or ⊗ button Start Game/Begin Play
 START button Pause
 Directional buttons or left analog stick Select Options

CHARACTER CONTROLS



Spyro

Directional buttons or left analog stick

- ↑ Up Move Forwards
- ↓ Down..... Move Backwards
- Right Move Right
- ← Left Move Left
- △ button Hover
- ⊗ button Jump
- button Charge/Ram Ability
- button Flame/Ice/Bubble and Electric Abilities
- L1 button Change Breath
- R1 button Show Inventory
- ⊗ + ⊗ button Glide
- ⊗ + ⊗ + △ buttons Glide, Hover, Land
- ⊗ + △ buttons Head Bash
- L2 + R2 buttons Wing Shield
- button Dive/Charge Underwater
- ⊗ button Paddle Underwater
- ⊗ button Jump on Ladder
- △ button + left analog stick To Look Around
- Right analog stick Rotate Camera



TANK

Directional buttons or left analog stick

- ↑ Up Move Forwards
- ↓ Down..... Turn Around
- Right Move Right
- ← Left Move Left
- ⊗ button Lower Gun
- button Raise Gun
- button Fire Round
- △ button Look Around
- L2 button Rotate Turret Left
- R2 button Rotate Turret Right

CHARACTER CONTROLS



Plane

Directional buttons or left analog stick

- ↑ Up Move Down
- ↓ Down..... Move Up
- Right Move Right
- ← Left Move Left
- ⊗ button Fire Missiles
- button Fire Guns
- L2 button Bank Left
- R2 button Bank Right



UFO

Directional buttons or left analog stick

- ↑ Up Move Down
- ↓ Down..... Move Up
- Right Move Right
- ← Left Move Left
- ⊗ button Tractor Beam
- button Speed Up
- button Fire Energy Blasts



Mantaray

Directional buttons or left analog stick

- ↑ Up Move Down
- ↓ Down..... Move Up
- Right Move Right
- ← Left Move Left
- button Breath Net
- button Speed Up

ENTER THE DRAGONFLY

At the conclusion of the Year of the Dragon festival, young dragons from all over the Dragon Realms receive their very own "dragonfly," a momentous event in the life of every dragon.

Dragonflies, each with a unique personality and a kazoo-like voice, fly in from all over the Dragon Realms to be with their own dragon. Citizens from near and far come to witness this important event.

With peace finally restored to the realms, the festival gets underway. Grand parade floats hover in the air, and the dragons celebrate as they await the arrival of the dragonflies. However, unbeknownst to the dragons, a sinister plot is about to unfold...

Catching the Dragonflies

The diabolical fiend behind this latest siege has captured all of the dragonflies and scattered them throughout the land. Now, dragonflies are wily creatures that don't like being caught by anyone. So Spyro would be in quite a pickle if it weren't for his bubble breath, the one power he possesses that will save the dragonflies and allow the proceedings to continue.



Home Worlds and Lands



Spyro begins his quest in a home world of the Dragon Realms. From here, he will be able to access various lands in the home world through portals. Some areas will be open only after a certain number of dragonflies have been rescued.

Portals



Entering a portal will transport Spyro to a world where he will meet creatures troubled and annoyed by the invading Ripto. Helping these creatures will make an exit portal appear, allowing Spyro to return to the home world. To enter a portal, just walk or fly into it, and Spyro will be instantly transported to another land.



Gems

Gems are the currency of the Dragon Realms, so you'll want to gather as many as you can carry. They are hidden in baskets, vases, and a variety of containers. Charge or flame the containers to obtain the gems.

To see how many gems you have, press the START button. Your gem count will be displayed at the top of the screen. To see how many gems there are in the realm, open the Pause screen (press the START button) and look at the atlas. Near the Gem Icon, you'll see the number of gems you've collected and the total number of gems in the realm.



SPECIAL TASKS

Special tasks can be found throughout the realms and in each land Spyro visits. Spyro will occasionally get first-rate training from friends before tackling these tough mini quests. The portals for these tasks look different from the normal level portals.

Vehicle Rounds

Sometimes Spyro's strength isn't enough, and he has to use a special vehicle to complete a task. And what an awesome arsenal Spyro has at his clawtips! He can blast through a sea of Riptocs in a tank built for one, soar the skies in his Spitfire jet plane, explore the ocean deeps on his Mantaray, and save helpless cows using the tractor beam in his UFO.

Challenges



Spyro must learn special skills, like Platform Jumping or Sliding, to catch a dragonfly. A friend will give you special instructions and button controls.

Speedways



There will be new speedways for Spyro to contend with. There are two kinds of speedway events that Spyro can choose to play:

- **Time Trial:** Collect objects as you speed through a course within a time limit.
- **Race:** Race through an obstacle course, but make sure not to fly off course.

SPYRO'S PALS



Hunter

Hunter is Spyro's constant companion and personal trainer. Though his new romance with Bianca has made him lazier than ever, he is always around for some on-the-job training if Spyro needs it.

Bianca

Bianca is a powerful sorceress with a heart of gold. Her knowledge of magic will help Spyro regain his fire breath so he can take on Ripto and his minions.



Moneybags

Sheesh! Won't this bear ever get a real job? Moneybags spends his days charging the denizens of the Dragon Realms for passage to all manner of special areas and socking away every penny he makes. And while he can be pushy, he always opens up new avenues for Spyro to explore ... for a small fee, of course.

Zoe

The kindest fairy in the Dragon Realms, Zoe saves Spyro's progress and is always there for moral support and friendly advice.



Sparx

Spyro's trustworthy dragonfly travel companion. Sparx has been with Spyro from the beginning. He is always around when Spyro needs him most, to lend some advice.

Spyro's Moves

Flame Breath



Spyro's signature is a torrent of fire so intense that only the strongest and best-armed Riptocs can defend against it. Spyro can also use this to thaw things that are frozen, accidentally or otherwise.

Bubble Breath

This ability allows Spyro to capture the mischievous baby dragonflies in a blast of bubbles.



Ice Breath


A blast of freezing air, this can turn an enemy to ice, which Spyro can then use as a platform to get to higher areas.

Electric Breath

This packs more electric charge than a lightning bolt. Spyro can use this power-up to recharge things like electric generators and to zap a few Riptocs while he's at it.





Charge

Press the  button, and Spyro will lower his horns and charge. His charge is especially useful against fireproof metal and when breaking open containers to reveal gems.



Spyro's Moves


Head Bash

Whenever Spyro needs that extra oomph, he can perform a Head Bash when you press the  button and then the  button in succession. This ability is very useful when trying to activate stubborn buttons and is also great for making Riptoc pancakes!




Glide



Spyro's wings allow him to glide. Press the  button at the height of Spyro's jump to send him gliding in the direction he's facing.

Hover

Sometimes the glide isn't enough and Spyro needs just a little more height to reach his goal. Press the  button again at the end of the glide, and Spyro will hover.





Deflect Ability



Spyro has a new move that will stop those pesky Riptoc projectiles from putting a damper on his day. Press the L2 and R2 buttons simultaneously to bring Spyro's wings in front of his body and shield him from harm.

Climbing

Whenever Spyro finds a ladder, press the  button to jump onto it and use the left analog stick to move up, down, left or right while on the ladder. To jump off of the ladder at any time, just press the  button again.

SPYRO'S & SPARX'S HEALTH

Spyro begins his journey with five lives, and each life has four hit points. Every time Spyro is injured, he loses one hit point. If Spyro takes four hits, he returns to the last point where Zoe zapped him and loses one life. If Spyro loses all his lives, the game is over.

To see how many lives Spyro has, press the START button to pause the game. Then press the START button again. The number of lives will appear at the top center of the screen.



You can gauge Sparx's health by his color:

Yellow – Good Times!

Blue – Spyro, I feel a little funny.

Green – Down, but not out.

FODDER

Little creatures scamper around the Dragon Realms, including sheep, ducks, frogs and bunnies. These are dragonfly snacks! They nourish Sparx and keep him at full health so he can protect Spyro. When you see these creatures milling around, chase them down and hit them with a charge or flame. Each time Spyro catches one, it releases a butterfly, which Sparx quickly snaps up to restore his health. When Spyro catches 10 such creatures, he gains one life. The sparkling butterfly in the bottle is a rare and happy find. Bash it and Spyro will get a full life, while Sparx will be returned to full health.

TALKING



Throughout the Dragon Realms, beings will ask questions. Sometimes they want you to answer. When the Question prompt appears, press the left analog stick down and then the \otimes button to answer YES or NO.

Try to talk to everyone you see standing around, except enemies, of course. To start a conversation with someone, move close to them and press the \triangle button. Press the \otimes button if you want them to continue to speak. They may give you valuable information.

THE ATLAS

The atlas is a log of all your accomplishments in the Dragon Realms. Use the atlas to:

- Keep track of your dragonfly and gem count or see how many are left to find.
- See which special tasks you have accomplished in each realm.
- See what percentage of the adventure you have completed in each realm or worlds.



Open the atlas through the Pause Menu (START button), or by pressing the SELECT button. Pressing the SELECT button will take you directly to the page in the atlas of the realm you are currently in.

- When the atlas is opened, you can see all the worlds you have visited or will visit listed on the left. On the right page is the number of gems and dragonflies to be found in each realm and the number you have already collected. At the bottom is the total gem and dragonfly count for all of the realms and the percentage of the whole adventure you have completed.
- Turn the page by pressing the directional buttons or the left analog stick. The following pages are for the current world. Visited realms are written in yellow. Realms you haven't visited yet are in blue.

THE PAUSE MENU

Press the **START** button during game play to open the Pause Menu and view the following options:

Continue

Return to play.

Atlas

View your progress through the Forgotten Worlds.



Options

Press the directional buttons up/down to select an option and left/right to change the setting. Select the **BACK** button and press the **△** button to close a screen.

Save Game

Save your progress through the game. When you return, Spyro will continue from the last Realm you were playing at the time of the Save. See "Saving and Loading Game Data" on page the next page for more information.

General

- Camera** – Set the camera to **PASSIVE** or **ACTIVE**. In Passive mode, you control the camera swings by using the right analog stick. In Active mode, the computer swings the camera for you.
- Vibration** – Set the Vibration function on your analog controller On/Off.
- Horizontal** – Adjust the screen image right or left.
- Vertical** – Adjust the screen image up or down.
- Widescreen 16 x 9** – Change aspect ratio to 16 x 9 for widescreen TVs.
- Hints** – Here you can turn Sparx's hints on or off.
- Back** – Select this and press the **⊗** button to return to the Pause Menu.

Sound

Adjust Sound and Music Volume. Toggle voice-overs On/Off. Set the speakers to **STEREO** or **MONO**.

Help

Need Help? At any point in the game, this option will show you what the controls are for the challenge or character you are currently playing.

Quit Game

Return to the Title screen.



SAVING and LOADING GAME DATA

Saving Data

If you have a memory card (8MB) (for PlayStation®2) inserted in a **MEMORY CARD** slot of your PlayStation®2, games are automatically saved when Spyro enters or exits any Realm.

You can also save game data on the Options screen of the Pause Menu. Press the **START** button to pause the game. Select **OPTIONS>SAVE GAME** and press the **⊗** button. You can save data to the same game you are playing or save to a different block.

Loading Data

To load data from a memory card (8MB) (for PlayStation®2) inserted in your PlayStation®2 system:

1. On the Title screen, press the **START** button.
2. If you have two memory cards inserted in your PlayStation®2 system, press the directional button to select one, and press the **⊗** button.
3. Select **LOAD GAME** and press the **⊗** button.
4. Press the directional button to select the block you want to load and press the **⊗** button.

You Ain't Seen Nothin' Yet!

Log on to www.spyrothedragon.com now and check out some cool things that Spyro and his pals are up to, including:

Screenshots
Browser Skins
Desktop Wallpapers
Downloads
Tips and Cheats

AND TONS MORE!



CUSTOMER SUPPORT

Universal Interactive Technical Support can be reached in the following ways:

TECHNICAL SUPPORT

Phone: (Toll-Free) (866) 582-7063 (U.S./Canada only)
(310) 649-8016 (outside U.S./Canada)
Fax: (310) 258-0755
World Wide Web: <http://support.vugames.com>

CUSTOMER SERVICE

(8 am – 5 pm PST, MONDAY-FRIDAY)
Phone: (Toll-Free) (866) 341-0879 (U.S./Canada only)
Or (310) 649-8006 (outside U.S./Canada)

MAIL

Vivendi Universal Interactive
4247 S. Minnewawa Ave., Fresno, CA 93725

Credits

Developed by Equinox Entertainment
and Check Six Studios

Equinox Entertainment

Art Director
Sean Ro

Project Director
Aryeh Richmond

Character Team Lead
Karen T. Delgadillo

Character Team
Shingo 'GORI' Ito
Kenichi Hayakawa
Mikihiko 'Micky' Suzuki
Michikazu 'Mitch' Sawada
Takashi Ogomori
Atsumi Yoshimura

Character Team/
Additional Systems
Support
Susumu 'SHIN' Ishihara

Environment Lead
Haemi 'Amie' Yi

Environment Team
Sylvia Son Park
Manabu 'Gaku' Takehara
Takehiro Hattori
Tetsua Iyota
Young Sil Lee

Modeller Specialist
Rick Ruiz

Texture Specialist
Masashi Fujiura

System Support
Dale Dickson

Check Six Studios

Project Coordinator /
Senior Engineer
Warren Davis

Senior Designer
Saji Johnson

Designer / Scripting
Tim Yanalunas
Russel Bernard

Lead Programmer
John Bojorquez

PS2 MayaSDK/
Senior Engineer
Jimmy Alamparambil

PS2 MayaSDK/
Technical Director
Jean-Marc Morel

Programming
Bob Schade
Tammy Yap
Andy Hsiung
Jason Fournier

Tool Programming
Paul Miller

Game Engine
Programming
Clancy Imislund

Technical Art Direction
Alex Carbonero
Tim Hoffman
Eric Antanavitch

Associate Producer /
Asset Management
Kirk Tome
Ken Anderson

Additional Design
David Gracia

Additional Product
Jack Mamais
Eveline Cureteu

MayaRealTime SDK
Brent Oster
Vangelis Kokkevis
Nimai Malle
Andres Tjew

Sound Implementation
Jamian McBride

Production Testers
Michael Millan
Enrique Torres
Nicholas Joseph
Griffin Davis

Check Six
Special Thanks
Franck de Girolami
Chris Nicholls

Produced and Published by Universal Interactive

**Creative Director/
Producer**
Ricci Rukavina

Production Coordinator
Marcus Savino

Production Assistant
Doug Rukavina

VP Production
Vijay Lakshman

Sr. Product Manager
Craig Howe

Marketing Coordinator
Jason Covey

President
Jim Wilson

VP Global Marketing
Torrie Dorrell

Director of Operations
Suzan Rude

Director of PR
Alex Skillman

Junior Publicist
Sandra Shagat

PR Coordinator
Erica Dart

Promotions Director
Chandra Hill

**Manager of Events /
Special Projects**
Virginia Fout

Promotions Coordinator
Jason Subia

Creative Supervisor
Michael Sequeira

**Additional Production
Support**
Donovan Soto

VU Creative
Mike Bannon
Neal Johnson
Michelle Garnier Winkler
Nathan Gruppman

Booklet Design
Lauren Azeltine

Music Composed by
Stewart Copeland

**Music Engineered and
Co-produced by**
Jeff Seitz

**Sound Design and
Voice-Over Editing by**
Womb Music

Voice-Over Editing
Rik Schaffer

Sound Design
Jason Freedman
Rik Schaffer
Doug Rukavina

**Casting and Voice
Direction**
Margaret Tang

Voice Cast

**Spyro,
Additional voices**
Tom Kenny

**Hunter,
Additional voices**
Gregg Berger

**Sparx,
Additional voices**
Andre Sogliuzzo

**Moneybags,
Additional voices**
Neil Ross

Zoe, Additional voices
Carolyn Lawrence

**Bianca,
Additional voices**
Pamela Hayden

Additional voices
Billy West
Dee Baker
Jeannie Elias

**European
Product Manager**
Laurent Caffy

**European Senior
PR Manager**
Stephane Vallet

European PR Manager
Anne Roppe

**Asia/Pacific Product
Manager**
Chris Ansell

Localization

Project Managers
Barry Kehoe
Fiona Wilson

QA Testers
Padraig McCaul
David Hickey
Fabrice Williams

Quality Assurance
Absolute Quality, Inc.

Project Lead
Nathan Briggs

Project Second
Steve Purdie

Testers
Jon Grimes
Thomas Herritt
Chris Baguley
Ryan Bergeron
Ronald James

Special Thanks
Absinthe Pictures
Big Sesh Studios
Daniel Suarez
Sean Krankel
Nick Torchia
Janice Charlton
Derek Power
Miriam Bishay
Nicholas Longano
William Oertel
Carlos Schulte
Tom Bourdon
Letty Cadena
Owen Gordon
Scott Johnson
Audwin Joya
Neal Robison
Kovel/Fuller

Special Thanks
Gary Lake
Bob Loya
Cedric Marechal
Jason Nicol
Allen Petrowski
Nancy Rinehart
Marcus Sanford
Joey Sayson
Michael Scharnikow
Luc Vanhal
Ken Cron
Fay Shapiro
Stephanie Mente
Charles Yam
Elizabeth Diaz
Forward Never Straight
Tom Petit
VUG Sales Team



LICENSE AGREEMENT

This software program, any printed materials, any on-line or electronic documentation (the "Program") are the copyrighted work of Universal Interactive, Inc., or its licensors. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

END USER LICENSE AGREEMENT

1. **Limited Use License.** Universal Interactive, Inc. ("UI") hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on a Playstation®2 Computer Entertainment System.
2. **Ownership.** All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by UI or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials, and UI's licensors may act to protect their rights in the event of any violation of this Agreement.
3. **Responsibilities of End User.**
 - A. Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of UI.
 - B. You are entitled to use the Program for your own use, but you are not entitled to: sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of UI; or exploit the Program or any of its parts for any commercial purpose.
4. **Program Transfer.** You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.
5. **Termination.** This License is effective until terminated. You may terminate the License at any time by destroying the Program. UI may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.

6. **Limited Warranty.** UIS EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, ANY IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER APPLICABLE COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of the use or performance of the Program remains with You, however UIS warrants the cartridge which the Program is furnished, to be free from defects in materials and workmanship under normal use, for a period of ninety (90) days from the date of delivery. UIS' sole liability in the event of a defective disk shall be to give You a replacement cartridge. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.

7. **Limitation of Liability.** NEITHER UIS, ITS PARENT, SUBSIDIARIES, AFFILIATES OR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND, INCLUDING, BUT NOT LIMITED TO, LOSS OF PROFITS, REVENUE, BUSINESS, GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long a warranty lasts, so the above limitations may not apply to you.

8. **Equitable Remedies.** You hereby agree that UIS would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that UIS shall be entitled, without bond, other security, or proof of damages, to appropriate equitable relief with respect to breaches of this License, in addition to such other remedies as UIS may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.

9. **Miscellaneous.** This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the laws of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.